POWER LOAD

CYBERTRON MISSION

commodore 64

SCORE : 008500   010000   ROOM 17:02

FEATURES INCLUDE:

- ● **64 different rooms to negotiate.**
- ● **Spinners, Clones, Cyberdroids and a restless ghost to avoid.**
- ● **Electrified walls.**
- ● **Demonstration game.**

Other titles for the Commodore 64:

SWOOP, GHOULS, FELIX IN THE FACTORY.

CAPTAIN K, THE SOFTWARE SENTINEL, SAYS:

"WATCH OUT FOR MORE TOP QUALITY PROGRAMS FROM MICRO POWER!"

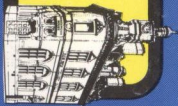For details of future releases, write to the address on the flap.

CYBERTRON MISSION

Loading Instructions:

Insert the cassette with the label facing upwards and ensure that the tape is fully rewound.

Hold down the SHIFT key and press RUN/STOP. Press PLAY on the cassette recorder. When the game has finished loading remember to press STOP on the recorder.
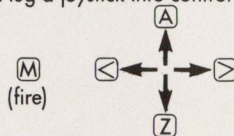
The Game:

On entering the stronghold of Fort Cybertron you will be instructed as to which objects to find on each level. Once you have collected all the treasure (only one item on level one), run in search of the room containing the safe. Touching the safe advances you to the next level. There are a total of 16 rooms on each level, in the form of a 4 x 4 grid. You are well advised to draw a map as the layout of the levels is designed to confuse you! The treasure can be in any one of these rooms, and to pick an item up simply move over it. It will then appear in the bottom right-hand corner of the screen to signify that you are carrying it.

On the first level your only adversaries are the Spinners. These do not fire back, but later on you will meet the Clones with their rapid fire-power and later still the Cyber-droids which are more intelligent.

You start off with 4 lives. Extra lives are gained every 10,000 points, on completing each level, and also by touching a glowing crystal.

Other information is included in the program.

Game Controls:

Plug a joystick into control port 2 or use the following keys:

Ⓐ

Ⓜ (fire)   ◁ ←→ ▷

Ⓩ

You can also fire and move diagonally by holding two direction keys together.

'P' pauses the game and 'R' resumes play.
'Q' turns the sound off and 'S' turns it back on again.

If you have any problems:

There are two copies of the program on the cassette. If you cannot get the second version to load try cleaning the recording head using a cotton bud dipped in head cleaning fluid or Isopropol Alcohol. If the message 'Bad Load' appears try moving the recorder further away from the television set. If you still cannot get the program to load reliably then return the cassette to us for a prompt replacement, stating when and where you bought it.